
THE MARATHON SPOILER GUIDE (MSG)
(text version)

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Changes since 1.2

Added suggestion for 'Neither High Nor Low'
Added secret room in 'Blaspheme Quarantine'
Added suggestion for 'Bob-B-Q'
Added secret room in 'Try Again'
Added secret room in 'Pfhör Your Eyes Only'
Added some general tips

Changes since 1.1

Added level numbers with each level
Fixed description in 'Habe Quiddam' (said 3x generator is only a 2x)
Fixed problem with description of a secret room in 'Showered With Grenades'
Added secret doors in 'Unpfhorgiven'
Added ammo room in 'Never Burn Money'
Fixed spelling in some areas

Changes since 1.0

Added location of infrared goggles in 'Pfhöraphobia'
Added tip for 'Ingue Ferrouque'

Changes since 0.9.9

Added secret rooms in Neither High.. and Pfhöraphobia, Eupphoria,
Couch Fishing, and Showered With Grenades
Added 3x gen/pattern buffer on Unpfhorgiven
Added points on Defend This to reach ammo corridor
Added tip for Cool Fusion
Fixed 'Pfhör' spelling (oops!)
Fixed 'Cold Fusion' to 'Cool Fusion'
Fixed level order problem ('Smells Like...' is after 'The Rose')
Spell/Grammar Check, thanks to Jameson Watkins

=What is it?

The MARATHON SPOILER GUIDE (MSG) is a compilation of the collected knowledge of the game 'Marathon' produced by Bungie. Most of the information in this document has been contributed by other people, and when appropriate, credit has been given.

Most of the information in this guide is meant to reveal secrets or hints on completing the game and finding

hidden areas. Thus, if you continue to read this, be forewarned:

SPOILERS!SPOILERS!SPOILERS!SPOILERS!SPOILERS!SPOILERS!SPOILERS!SPOILERS!
SPOILERS!SPOILERS!SPOILERS!SPOILERS!SPOILERS!SPOILERS!SPOILERS!SPOILERS!

You *WILL* be spoiled if you read any further. I take no responsibility for the disappointment you will feel if you inadvertently read this information.

=How to use the MSG

The MSG is divided into sections, one for each level in the game, as well as some general information sections. Each section is preceded by a title line with the section name following an equals sign ('='). Thus, to find information on a specific level, just search for the level name following an equals sign (for example, the search string '=Arrival' will locate the section devoted to the level 'Arrival').

In case you don't know how to determine the name of the level, just switch over to map mode (default key: 'm'), and look at the top of the map. The name of the level will be there.

Level numbers are also given. To go to a specific level, hold down 'command' and 'option' as you press 'Begin New Game'. You are then presented with a dialog box, in which you should enter the level number you wish to go to.

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=General Tips

Assign the Caps Lock key as your run key. Always keep it down except when doing some fine maneuvering.

Learn to Grenade Hop (also called Jumping). This is very useful when trying to access a place that is too high off the ground to reach normally, as well as for crossing lava. The easiest way to do it is to face where you want to go, give yourself some running room, look down, then run at the point where you want to go, firing a grenade at your feet just before you reach a wall (or whatever). You will take some damage, but you should find yourself at the upper level. Make sure you don't fire right on top of the wall, because you will most likely die. Instead, you want to time it to be just before you reach the wall in order to take minimal damage. You can practice this on the second level, 'Bigger Guns Nearby.'

Grenade Walking is also important. In this case, you usually just need to get up to a high step. Back up to the step, aim down, and fire.

You can also use SPNKR missiles instead of grenades...they'll take you much higher and farther than grenades, but are also much more deadly if mistreated.

Grenade Climbing is a difficult trick, and requires either full shields or invincibility, and a full load of grenades. You also need a place that is too high for a single grenade, and a good amount of straight wall that leads to that place. (A good example is the Deprivation Chamber on 'Never Burn Money'). Get back as far as possible from the goal along the wall (the wall needs to be perfectly straight). Then turn into the wall slightly (just a tap on the turn key). Aim down, and begin to run forwards. Launch a grenade. It should hit the wall and you will take some damage, but you'll be flying. As soon as your descent starts, fire another grenade down at the wall. Continue until you reach your goal. This is a very difficult maneuver to accomplish.

Exploding Bobs: cunning. Daring. *Deadly*. They are innocent colonist that have been converted by the Pphor into exploding bombs. These can be tricky the first time you run into them, but there are some easy steps that you can take to distinguish between a normal Bob and the exploding Bob. First, normal Bobs will always say 'They're everywhere!' (well, assuming you haven't played with the sound file), while the exploding Bob will shout 'Thank God, it's you!' Secondly, exploding Bobs are always green. Finally, if shot with the pistol, exploding Bobs will spill yellow blood, while normal Bobs will bleed red. Thus, if a Bob is in question, fire one shot at it and look at the color of blood that spurts out.

On the lower skill levels, there is a limit to how much ammo you can carry (these are for Normal gameplay):

50 .44 Magnum clips
25 Fusion batteries
15 MA-75 clips
8 MA-75 grenade packs
4 SPNKR Missiles
3 Napalm Canisters

Remember that you can also have a full load in any weapon, so theoretically, you have one more than what's listed above. It would seem that with higher difficulty levels, the above limits do not apply.

Matthew Rusotto (rusotto@pond.com) notes that you can abort a terminal by pressing the 'escape' key. This is quite useful to avoid a jump pad.

David Duarte (DCD3529@ritvax.isc.rit.edu) notes that some doors, such as ones on 'Couch Fishing', 'Cool Fusion' and 'Colony Ship...', can be propped open. These doors are activated by a switch, and will close after a certain amount of time. However, if you deactivate the switch just before the door finishes opening, the door will stay in that position indefinitely.

>From Jason Martin Levitt (jason@cs.utexas.edu) comes a simple methodology for approaching any level:

1. Search for switches and room entrances by using map mode.
2. Flip all switches.
 - If a switch stays on after you've flipped it, don't bother it again.
 - If a switch turns itself off soon after you flip it, that means either the change was permanent, temporary, or reversible.
 - a. permanent change -- the switch is permanently off -- you can't turn it on again.
 - b. temporary change -- An event occurred that you need to deal with immediately. Generally, this means you need to run to some nearby place to take advantage of the change immediately after hitting the switch.
 - c. reversible change -- For example, hitting the switch causes a pedestal to lower itself and stop. Hitting the switch again makes the pedestal go up and stop. Sometimes, you have full control in these situations i.e. you can stop the pedestal at any point.

3. Look for switches in unreachable places on the walls.
Use grenades or rocket launchers on those.
[Ed: The Zeus Fusion Pistol will also activate some buttons, but only on overload (hold down alternate weapon button (default 'option') and wait a second).]
4. Look for entrances in unreachable places on the walls.
Ways to get to unreachable entrances:
 - a. Jump to them by using the "run" modifier key.
Often, switching to map mode before making a jump makes it easier to see where you're headed.
 - b. Use pedestals if they're available by jumping across them. Usually, you must be running to accomplish this.
 - c. Use a grenade or rocket to boost yourself up by aiming it at the ground and firing.
You do this by backing yourself up to the ledge, aiming at the ground, and firing.

>From Dan Bradley (dbradley@netaxs.com) comes this on friendlies:

On levels where there are friendly aliens present, such as the S'pint on 'Welcome to the Revolution,' or the Defense Drones (particularly in 'Beware of Low Flying Defense Drones...') a good way to find secret doors is to follow the aliens around. They know where everything is and will lead you straight to the aoodies.

David E. Coufal (dcoufal@MIT.EDU) notes that you can abort the level transport at a computer terminal by pressing escape while still viewing the message. This is useful if you need to get to full shields or more ammo.

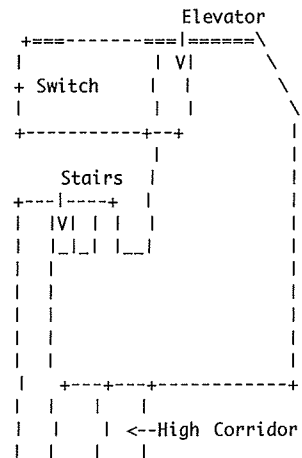
If you are looking for an alien weapon from one of the enforcers on the later levels, then put away that flame thrower! It'll toast both the alien AND the weapon. And, according to Richard Johnson (johnsonr@hoshi.colorado.edu), a SPNKR missile will also do the same.

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*****
=Arrival (0)
*****
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There is a secret room in the bottom rightmost room on the map... Make sure you approach the room from the right side (you need to open a door to enter the room). Then, with the door open, take a step or three back to get a running start, then immediately as you get into the room, break into a 180 degree turn to the left and land on the small ledge in the middle of the room. One tap of the action key later will get you a clip of each type of ammo. Aaron Bergman (abergman@minerva.cis.yale.edu) suggests that you also jump across to the small ledge on the other side of the room, follow it around, and make a small jump back to the right ledge and then on to the secret room.

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*****
=Bigger Guns Nearby (1)
*****
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There are two corridors that can only be reached by grenade hopping. The first is near the switch that activated the stairs, as show below:



To reach the corridor, back up as much as possible from it, then follow the directions given above for grenade hopping. Be careful! There are two shadowed compilers up there, ready to give you a beating. There is also a good supply of ammo. (Joshua D. Koppelman - joshua@mit.edu)

The other corridor is between the two Biovents, and contains some infrared goggles.

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*****
=Never Burn Money (2)
*****
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Two of the circuit boards that you need are located on the lower floor in the upper portion of the map. There are several panels that have a picture of a hand on them: use your action key to open them, and stand as close as possible to pick up whatever is inside. There should be 6 of these to check. The third piece is located in the other section of the level, after you've gone up the elevator and passed through that long dark hallway. You need to have the central platform moving, so from there, try to land on each of the 4 niches. You'll know when you hit the right one, because an elevator will take you to another floor, where you need to hit a button and return back to the platform: one of the niches will now be opened, and all you have to do is get to the board and teleport out.

From Chris Murphy:

There is a hidden room located in a dark alcove to the west of the 'upside down cross' feature on the map that has a terminal on one end of it. The room is in the Northwest corner of the alcove and contains only two pistol clips and perhaps a machine gun clip. The room is too thin to fit into but by standing next to the entrance you can pick up the ammo. Could be the difference between life and death if you are playing on a high difficulty, otherwise it isn't worth the time.

There is a secret room located along the dark corridor connecting

the two parts of the level. WARNING: getting out of this room is not trivial. Be sure to only use a saved game before entering it. Anyway, the door is located just left of the pylon on the right wall where the passage begins to narrow. Enter the passage, but don't go too far - you want to stay on the ledge you are on. You are now viewing the Deprivation Chamber. Look down and kill any aliens you see on the platform below and in front of you. Run and land on this platform, and quickly turn around and destroy any aliens that are coming towards you or any on the other two platforms. Charge your shields up to 3x strength (!). Jump down, and gather the ammo WITHOUT getting the invincibility yet. Make sure your MA75 is full of grenades (i.e. waste a few to reload a new pack). Now, the tricky part, so read all directions before continuing: pick up the invincibility, and head towards where you came in. Line yourself up facing the niche with the teleporter, the long wall on your left. Turn slightly into the wall, and aim all the way down. Run forward, and immediately launch a grenade (keep your aim down!). As you start to fall from this hop, launch another grenade. Repeat a few more times, until you are on the niche with the teleporter. If you miss, and you weren't slow, you can probably try again without running out of invincibility, or your full 3x shields should be sufficient for another try. Anyway, once you've hit the teleporter, you'll be rewarded with ammo and a VERY strange story from a computer terminal.

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*****
=Defend This! (3)
*****
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>From Kaz Ota (ko16@cornell.edu):

If you can't get past the large trash-compactor-like room in the very beginning of the level, be sure to observe Leela's briefing map VERY carefully. You will see where the hidden door out of the compactor is.

Still can't find it?

It's a little to the right of the topleft corner of the compactor area. Tab there to open the hidden door, and wait a while until the compactor comes up enough so you can step out.

>From Rich Garrett (rqq@telerama.lm.com):

In the passage with the two soldiers on the ledges above you, [Ed: immediately after the large room mentioned above] there are two stairways at the end of the hall. The one going straight leads to a room with a pattern buffer, shield generator and MA-75s and ammo. Go up the one to the right. When you open the door at the top you will be in a room which is white with an orange band running around the middle. You can see another room like it ahead of you. There is actually a third room which is directly opposite the radiation door. Inside are two MA-75 rounds and a terminal that gives you a message from poor, beleaguered Tycho.

>From Robert James (james@mte.ncsu.edu):

There is a stash of ammo in a corridor in the room that looks like a bridge. To reach the ammo requires some grenades. I was only able to get up there by using

MarathonCheater and getting invincible:

- 1) Kill the aliens on the bridge and the three in the corridor openings in the walls.
- 2) Grenade hop over the left (as you enter the room) wall of the bridge.
- 3) Grenade hop into one of the two corridor openings high above you in the wall (use the map to line up if you need to).
- 4) When you get the ammo, run out one of the openings and land on the bridge. Continue on.

The room:

```

|               |
|   ammo       |-----|
|             |         |
|             |         |
|-----|           |
|       pit    |         |
|-----|           |
in      bridge          out
|-----XXXXX---YY----|
|       pit        |   |
|                   |   |
|                   |   |
|                   Z   |
|                   |---|

```

Chris Lam (amcw@aston.ac.uk) offers the following advice:

No cheats needed here. First g-jump BACKWARDS onto the raised wall of the bridge (marked XXXXX). You lose no strength but make sure you don't fall into the pit. Now move towards YY and get in position to g-jump up to the ledge marked Z. Make sure your grenade hits the ledge you're running along otherwise you'll get no up ward lift. Land safely at Z and collect ammo (deserves more I reckon).

In the room with the 4 switches and the blue and white striped door, the best way I found for getting past the door is this: while facing away from the door, hit the rightmost switch, which temporarily opens the leftmost panel of the door (if facing the door). Get yourself 'wedged' in that space, and turn back to the switches, and without moving, launch a grenade at the second one from the right. Turn around, and just hit the keys for running forward. After a second, the panel to the right will drop, and you should make it through the door. Alternatively, Anthony R. Stevens (STEVENSA@AUSVM1.VNET.IBM.COM) offers the following solution:

Ignore the leftmost switch (when facing the switches). Flip the 2nd from the left. Go over and flip the rightmost. Now flip the 2nd from the right turnaround quickly and head for the opening before it closes. You will need to fire a grenade at this same switch to get back out.

In another part of the level where there are 4 switches and a window that overlooks lots of platforms, all you need to do is pull the 2nd switch on the left facing the switches. This will make crossing the platforms easy. (Also from Anthony R. Stevens)

(STEVENSA@AUSVM1.VNET.IBM.COM))

=Couch Fishing (4)

Jeremy P. Condit (afn02635@freenet.ufl.edu) notes that there is an ammo stash at the end of one of the lengthy vertical corridors (not the one you start in).

In the large rooms with the ledges that you have to walk around, don't forget to drop down into the open areas to pick up some ammo. Elevators back to the walkway level are located near the point where you entered the room.

=The Rose (5)

The only way to 'successfully' complete the level requires that you immediately head left from the entry point to where the window overlooks the recreation area, and to kill the Hulks and the Fighters while at that vantage point.

>From Kaz Ota (ko16@cornell.edu):
There are 3 secret sections. These are all shown in Leela's briefing map. Look closely!

Still can't find them?

One is the second spiral staircase that you can access from the notch next to the shield generator, pretty close to the transport terminal. On these stairs, there is some ammo and a second .44 magnum. You can activate the second pistol by using the second weapon key.

The second is along the left wall of this secret spiral staircase, and contains a terminal where you see some computer (actually Durandal) cracking up.

The third is along the stem, right under the left leaf, and also contains a terminal that displays text that supports the storyline, along with some ammo.

=Smells Like Napalm, Tastes Like Chicken (6)

There is a secret room in the level that contains the flame thrower, however, you need to be VERY quick to get both in to and out of the room, so using a saved game to attempt this is recommended. Go into the tunnel system on the right-hand side of the map, and head for the bottom left-most point on the map. This should be very close to the initial entry point on the map. Enter this corridor. You should hear an elevator start up. RUN back to the entry room, and on the left side, there will be a section of platform missing. RUN to this, drop down, RUN and collect the napalm unit, and RUN back to the elevator. Did I mention that you need to run to get this? :-) It may help to grenade jump

into the elevator passage, instead of weaving your way up onto the ledge.

The final puzzle on this level is a bit tricky. Both elevators are initially at their lowest position, and each button activates one elevator. The easiest way to do this is to start at the button that is on the east side, hit it, run to the west button, hit it, then return to the elevators and move into the alcove as fast as possible. If done correctly, the first elevator will rise and stop at the same level as the other elevator, which you must transfer to in order to get to the final room.

=Cool Fusion (7)

To get to the pattern buffer and shield generator that are located on a platform far away, you need to first activate the first platform in 'The Wave,' and then run and jump off onto the ledge before you get squished.

To get into the second level opening in the first room, you first need to get the large octagonal elevator to work. Once that is going, the best way to get to the opening is to stand on the opposite of the room from the upper doorway. As the elevator starts to come down, move forward and get a step or two on top of it. Then, when the elevator is moving back up and the floor of the upper hallway is roughly at eye level, RUN forward. You may need to adjust your timing - if you wait too long, you'll get squished.

=G4 Sunbathing (8)

The only 'vacuum' level in the game (unfortunately), this one can pose several problems to the novice. The best way to think of this level is as having an outer ring, an inner ring, and the airlock system in the center. Within the inner ring is a shield regen, an oxygen tank, and a pattern buffer, so one can always return here to get back to full power.

To complete the level, you need to work clockwise from the entry point on the level to the antenna. Furthermore, you can divide the level into 4 sublevels, each centered around the 4 large areas.

As the first task, you should circle around the upper right quadrant of the level, looking for a red button while dodging the aliens from the large open area. When you hit the button, look across the large open area, and you will see waayyy on the other side, in the alcove opposite you, lights coming on and a door opening. This can be accessed by returning to the inner ring. Within this newly accessible alcove, there will be a switch that will fully open the necessary doors to get to the next section, namely the lower right quadrant.

Repeat this procedure, looking for a button and then hitting the switch in the newly opened area, for the two lower quadrants. When you complete the 3rd section, the 4th section should be fully open to you now. The rest of the level is very simple.

If you do happen to fall into the large open areas, you need to pass through the airlock system to return to the inner ring. There is some ammo down there, so a trip to this level will not hurt.

=Blaspheme Quarantine (9)

You've cleared out the large square hallway, including the aliens on that ledge, but now you don't see anywhere to go? Find the elevator that will take you up a level (activated by the switch near the light switch on one side of the level). Then, while running, jump across to the ledge, and head to the left. If done correctly, a door should have opened leading you into the next part of the level, with a supply of ammo just inside to the left.

Now you've cleared out the other square area, and are stuck down in a pit? Then go to the center of the west wall and look for a door. This will reveal a long corridor that will take you back to the first part of the level, and the door to the final room will be open.

As an added bonus, you can get to read the lyrics to the Durandel song! After you return to the first part of the level, redo the level (no monsters this time, of course), and when you get to the room with all the elevating platforms, go to the computer terminal and read what Durandel has to say. Note: make sure your shields are charged before reading, because Durandel will jump you from here to the next level.

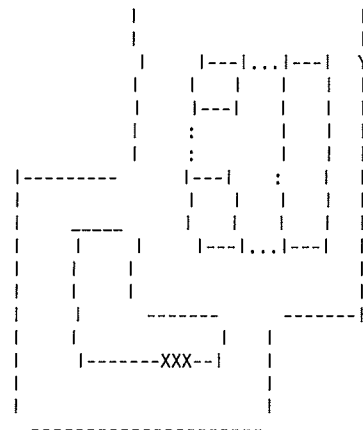
>From Roger Carlson (Roger_Carlson@atdmac.sp.trw.com):

If you have worked your way through the level a second time, you'll find that on the terminal in the elevator room, Durandel is singing. He also asks what you are still doing on the level, looking around the storage room for extra ammo? Would anyone keep ammo in a storage room?

Would Durandel lie?

No way. This is a tricky room to find. It takes running and timing, and a bit of luck. The elevators have to be working for you. There is a secret door near where you come in. Walk forward from where you come in, and it is behind your left shoulder on the curving wall. To open it, you need to touch the left hand wall by the transporter booth. You will hear an activation noise when you do that. You need to run back and catch the elevator at the right time. The door is only open for a moment, and soon closes automatically with no way out. It's a pretty good ammo stash, but more importantly, finding the room will restore your faith in Durandel. He'd never kid about ammo.

There's also another ammo cache, reported by Kevin Hill (kevin@coalhole.demon.co.uk), Jaron Ghani (jaz@ghani.demon.co.uk), and Matthew Russotto (russoto@pond.com). From Matthew:



On the part of Blaspheme Quarantine after the quarantine chamber, if you jump up onto the back right side of the sniper ledges (near the X's), you will open up a secret door just to the right of where you came in (near the Y). Behind the door is two rooms with ammo a-plenty and a terminal with a message from Tycho.

=Bob-B-Q (10)

The biggest difficulty in this level is the initial moments, when you are dropped in a mass of Bobs and aliens. The best strategy that I have found is to head straight out into the hallway, turn right and back up until you are nearly even with a hallway to your left. Then, with the help of grenades and sidestepping, you should be able to defend yourself well. As far as I know, killing a Bob will not affect anything, so shoot anything that moves.

From Roy M. LeCates (lecates@fore.com):

There is a health station (2x I think) which helps you get a foothold in the level. When you start, head down the hallway to the east. At the end, turn right (south). Turn left at the second hallway (east). Go south through the openings, kill the aliens when the doors open on both sides, and go down the hallway to the east. On the south side of that room, there's a hidden health station. Then you can hang out in that area, drawing aliens in for their demise. You always have a recharge available in case you get nailed.

=Shake Before Using (11)

In the one room with the really loooooong bridge that you need to cross, there are hallways in the middle of the room at the ground floor level. Within the hallways (which are connected) is a terminal and a jump pad which will take you to a secret area near the front of the level, and will lead to a supply of ammo.

Aaron Bergman (abergman@minerva.cis.yale.edu) notes:

Durandal tells you four positions where a "secret airlock" is. It's not in any of them. However, you can see the actual location on the maps where Durandal is "showing you the location."

=Fire, Fire, Fire, Fire, Fire! (12)

>From Joshua D. Koppelman (joshua@MIT.EDU):

The most straightforward (but not the best) way to solve the level is to ignore the need to raise the H-shaped platform over the lava by the pattern buffer. You can simply drop down into the lava, then grenade hop onto the opposite side. The disadvantage to this is that you have to start the next level with less than full shields.

To solve the level without grenade hopping, it is necessary to run thru the lava in the room with a single column. This is difficult, because it's tough to aim at the wasps in the next room from within the lava.

In fact, there is no need to trek through *any* lava to complete this level. In the room with the single column, grenade hop from the entry platform into the little alcove on the wall to the right. The alcove extends all the way into the next room. It's easy to kill the wasps one by one from within the passageway.

=Colony Ship For Sale...Cheap! (13)

A secret computer terminal can be located on this level. After you have passed through the door that is activated by the switch wayyy up high, and gotten the 2x shields, you'll proceed to a T-intersection. At the top of the 'T', hit your action key, and a terminal should be revealed. Hmm, that '79 Camaro looks in good shape as well...

The octagonal rooms that can squish you contain only contain some extra ammo and some aliens to kill, thus, it's not necessary to 'run the quantlet', and risk your life for that. HOWEVER, if you happen to have the napalm unit, then with the run key down, fire that baby up, and quickly pass through the three rooms without stopping.

The U-shaped room that contains the SPNKR Rocket Launcher, the Napalm unit, and the M75 are NOT accessible. This room is only a teaser, and similar rooms appear in the higher levels of the game.

The most difficult puzzle in the entire game (IMHO), as it requires good observation skills, is the seven-platform room. Joshua D. Koppelman (joshua@mit.edu) offers the following:

> I may be lame (and I may have missed the solution to

> this) but can someone give me a clue as to how to set
> the columns in the big chamber?

```
>      ===== exit =====  
>  
>      = 7 =  
>      = 6 =  
>      = 5 =  
>      = 4 =  
>      = 3 =  
>      = 2 =  
>      = 1 =  
>  
> == enter ===== switch =====
```

To solve the annoying riser room, you must make sure they are set in increasing height. 1, 2, and 3 should increase in height from the ground, while 7, 6, and 5 should be decreasing from the raised exit. Run up to the fourth riser, and launch a grenade at the button on the wall opposite the exit, which will cause the fourth riser to rise. At its apex, run up the remaining risers. There is no need to grenade hop and the timing isn't difficult if the risers are aligned right. Be prepared to run back and forth between the control rooms a few times.

As a followup, Jek Kian Jin (kiankin@ncb.gov.sg) replies:

I've found that you can time the switching to achieve this. There are audible 'thunks' when the elevator starts and when it reaches the top. For elevators 1, 2 and 3, start the switch and stop it after 1, 2 and 3 seconds respectively when you hear the 'thunk.' For elevators 5 to 7, you hit the switch after the 'thunk' at the top, after 3, 2 and 1 seconds respectively. Oh yeah, you don't need a stopwatch, just saying 'one thousand and one etc.' works fine.

David E. Coufal (dcoufal@MIT.EDU) also adds:

If you bring risers 7, 6 and 5 to their maximum position, you can then stand on top of four, hit the switch with a grenade, and then just run across to the exit. Lots easier then trying to set up the pillars as "risers" by trial and error.

Once you are past the 7 platform room, the exit terminal is quite high up. To finish the level, first clear out all the monsters in both the room with the 4 platforms and the final room. Then return to the room with the 4 platforms, and go over to the switches. Now, while always running, hit the right switch, hit the left switch, run to the bottom platform, 'climb' the stairs, then race into the last room and wait in front of the column. If done properly, in a couple seconds you will be lifted to the jump terminal.

=Habe Quiddam (14)

The first pattern buffer on this level may be had by going into the right-hand hallway in the first large room, and sticking to the left-hand wall. This also leads to a shield generator.

You say you've looked *everywhere* on this level and can't find a way out? Then return to the room with 2 columns and the shield gen. On the back side of the left column is an elevator that will take you to the 'upper' portion of the lever. Anthony R. Stevens (STEVENSA@AUSVM1.VNET.IBM.COM) offers the following advice:

To get to the elevator with full 2X shields without losing ANY health, first kill all monsters in the room. Then position yourself in front of the 2X shield gen. Turn left and face the wall. Switch to map mode and zoom in. Turn on run mode.

OK here we go:

All you do is run backwards and then hold the turn right key down as well ONCE you reach the CENTER of the side of the column along the wall. THATS IT. You'll swing around right into the elevator with no damage to you!! Try it, you'll like it.

To get the alien energy converter (that 'thing' in the lava), you first need to go up to the top level as described above. When you get to the room that has the one pillar in the lava and a save terminal, look around on the upper level and you'll find a button. Pressing the button will cause the pillar to drop and will allow you to grab the device. However, to get out of the lava you either need to grenade jump or wait for the pillar to start to rise again. Watch that you don't get squished by the pillar! Here's some more advice by Anthony R. Stevens (STEVENSA@AUSVM1.VNET.IBM.COM):

At the top level on the ledge with the switch that lowers the pillar into the lava, hit the switch then IMMEDIATELY walk off the ledge to the save terminal and save your game. What does this do for you? You can now, at your leisure, time your fishing expedition in the lava so that you can jump in, get the converter, and jump out as the pillar is rising. WAY COOL. No stress.

Nicolas Godbout (nicg@godbout.interax.net) also offers the following advice:

There's a way to save your shield when you fetch the alien energy converter in the lava pool. Go towards the shield recharger nearest to your arrival point, continue in the long corridor. There you can see the alien thingy in the lava. Shoot at the switch directly in front of you. This opens another passage through the lava. When you're in the room with the mobile corner in the lava, shoot the switch way up there (it can be reached with the fusion gun) or activate the switch if you're at its level. Instead of jumping through that new opening, take the corridor to the south that leads to the first switch you activated. When you jump in the lava from there, you only have a ONE-way trip to make. This cuts your simmering time in half. I believe this is the way Bungie wanted you to complete the level.

Another tip by Frank McIntyre (frankmci@clark.net):

I have a different way to activate the moving pillar in the lava. Before I had found the elevator in the shield generator room, I discovered that I could hit the switch to activate the column by standing in the hall directly opposite. If you stand back just far enough that you can't see the switch, you can hit it with a grenade or

high energy pistol bolt. You have to carefully align your gun with the switch before you lose sight of it. It takes a few practice shots, but when you have hit it, you will hear the faint *click* that the switches make from a distance. The main advantage of doing it this way is that it is easier to time your run into the lava, thus reducing the chance of getting fried.

To get past the door in the 3-column room with the biohazard sign, you need to find a switch. In that same room, there is a passage that you can jump to from the middle column. This will lead you to a small battle, but to another area to explore. Within this area, either look for a secret door, or look for a gap that you can jump that is very small. Within this other area, you'll find the right switch.

There is a flame thrower in one of the last rooms, in the room with the L-shaped platform in the lava. There are two 'rivers' of lava leaving the room. Run through either side, pick up the napalm unit on your way through, and grenade jump back onto the platform.

=Neither High Nor Low (15)

>From Aaron Bergman (abergman@minerva.cis.yale.edu):

The trick in this level is to use every opportunity to go back, save your game and use the recharge panel at every opportunity. Also, after you go through the gauntlet of smashing things, you don't have to go through it again; you can access just the second half by hanging a right when you cross by it transversally.

>From Micah (zeade@leland.stanford.edu):

There is the large room with a chest high ledge going around the edge of half of it. If the hunters and other nasties don't get you (there's a spot where the wall drops down and out pops some aliens to try and nail you from behind), then to your right from entering this large room there should be a small stairway leading up to the ledge of that largish room. Along that stairway is the small hidden chamber (hit action key to open the door). There is hyper vision(tm) there and some ammo.

>From Brent Schorsch (schorsch@apple.com):

[In the above room, go] up the stairs, go right into the passageway. If you hug the left wall turning left, you will circle around (falling). Make sure you go thru the narrow passageway right after you fall. As soon as the left wall turns to the right, turn left, there is a ledge right there. There is a flamethrower up there. (If you don't have it already). You will have to grenade hop up [to get it].

Jeremy P. Condit (afn02635@freenet.ufl.edu) notes that there is a 3x shield generator in the upper right portion of the mini-maze where there are some Hunter ambushes.

=Pffhor Your Eyes Only (16)

According to Eric Johnson (ericj@vlsi9.gsfx.nasa.gov), there is a secret room containing alien weapons that is near the green slime waterfall. There are two way to get to the room. One requires that you return to the main hallway and press the nearest button. This will cause an elevator to rise out of the slime and carry you into the room. You can also use the flame thrower to propel yourself into the room. There is a teleporter in this room that will return you to the main level.

=No Artificial Colors (17)

Although it seems like you can't, you can reach that 3x shield generator that's behind the half-closed door. Just get as close as possible to activate it.

=Unpfhorgiven (18)

>From Dave Duarte (dcd3529@rit.edu)

After you pass through the rooms with all of the imprisoned Bobs, you pass a shield regenerator and go into a transporter. When you rematerialize, there is a Pfor there. After you kill it, there is an elevator in front of you, but also, if you want, you can free the Bobs, because the doors to the rooms that they are trapped in open up to where you are. If you look on the map you can see this. This might seem obvious, but I have been playing this game for weeks, and I just noticed it today. One caveat: there are exploding Bob's in with normal Bobs, so be careful.

>From Aaron Bergman (abergman@minerva.cis.yale.edu):

There's a 3x shield recharger next to another pattern buffer here.

In the blue passageway on the upper level, at one point, there is a square column in the middle of the passageway right next to a U-turn. Around the bend from this column, there's a secret door in the outer wall to the U-turn. This takes you above the windowed room, and up an elevator. Here, you go to a room with a column moving up and down in the center. First, kill the hunters on either side with your plasma rifle (or whatever's your weapon of choice.) They're difficult to see, but they're there in the side alcoves. If you want to do it the way Bungie'd probably like you to, you can try to land on the pillar as it's moving up, but it's a lot easier to wait until the pillar's all the way down and then grenade jump across the gap.

=Two Times Two Equals... (19)

To leave the level, as with all other levels that take place aboard the Pfor ship, return to a window that you can see the Marathon through. In this case, this is in the large room in the bottom right of the map.

If you can't jump from this room, then you probably haven't explored the entire level yet. Return to the one room with 3 paths in green slime. Jump across to the other path that lines the wall...at the end of this path you should find a door that leads to the rest of the level.

=Beware of Low-Flying Defense Drones... (20)

>From Anthony R. Stevens (STEVENSA@AUSVM1.VNET.IBM.COM):

If you get tired of dying, try making your way directly to the save terminal. How? Near the beginning of the level there's a window with a ledge and some meanies coming your way. Kill the meanies. Now, instead of taking the elevator down to the 1st ammo room (and more meanies) just jump off the ledge into the pit. The exit down in the pit increases your chances of making it to a save terminal tremendously, believe me.

>From Ben S. Wang (bwang@sparta.sjsu.edu):

There is a secret door in the room with the 3x shield recharger. As you enter the room, go to the left wall, stand in the middle of that wall and use your action key (tab) to open the door. This will take you to the center part of the three-part room. As an added bonus, there is an invincibility in an alcove in the secret passage: turn left as you approach the exit door - you'll see it on your map!

=Euphoria (21)

>From Chris Lam (lamcw@aston.ac.uk):

You've charged up 3x, gone back to the big bright room with the column in the middle. Move along the right edge and go through the door at top right. Keep going until you enter the big open space where a major battle ensues. Just before you go thru the door, face left and hit TAB. You will find a nice stash of ammo, heavily defended. I reckon these are stored by the Pfor for laboratory tests. I mean, what else would MA-75 clips be doing on an alien ship?

Now open the door to the big battleground. That shimmering green thing on your right can save your life. It's a teleport to the 3x charger you just came from.

=Pforaphobia (22)

No, there is no saved game terminal on this level. Bummer. However, there is no reason not to be at 3x shields from the previous level.

Unless you were foolish enough to jump down into the huge room with all the enforcers and Pfor, you probably see no reason why that ugly thing is sitting in the green slime. Actually, that was the cyborg that you had to kill, and surprisingly, it only takes 2 or 3 shots from your handgun (!) to do so (on Normal level).

Micah (zeade@leland.stanford.edu) notes a secret passage can be found in the corridor that goes all the way around the circular room. It is roughly midway through this passage, and contains an alien weapon and a shadow power up. You can also get to this passage via a secret door just behind and to the right of you when you jump into the level (Aaron Bergman (abergman@minerva.cis.yale.edu)).

>From David H. Klein (davidhk@fr.com):

There is a hyper-vision chip in the pit area near the topmost transporter on the map. If you look just to the left of the elevator on the map, it shows that there is an alcove in the wall. It is halfway up. Go to the top of the elevator, point towards it, and the just walk slowly off. You should fall right into the alcove, and the vision should come on immediately.

=Ain't Got Time Pfor This... (23)

If you still cannot jump out although you've killed everything on the level (including all the bugs in the large room), then make sure that you have hit both switches in the large room. *Both* switches, you say? Yep, pop a grenade at the one visible one, and on the opposite wall a new switch should be revealed. Hit that one as well, and the column in the center of the room should stop moving, and the lights should dim down. Then, if you cross the room to the teleporter across from the entrance, it will take you very near the jump out site.

>From Aaron Bergman (abergman@minerva.cis.yale.edu):

If you use the flame-thrower flying trick on this level, you can keep returning to the save buffer and the 2X recharger.

=Welcome To The Revolution (24)

>From Rich Garrett (rgg@telerama.lm.com):

There is a room with a computer terminal that is a little tricky to get to. Go out the southern door of the room in which you start, and go through the room with the snaking path over the lava. Watch out for the Pfor and Hunters. When you enter the room just after the lava pit, you will see up on the right a doorway. To reach this, you must activate the platform beneath the lava. The platform is activated by a button high on the wall of the next room. It is tricky to hit, and standing in the lava to do it doesn't make things easier. [Ed: It's impossible to hit with a grenade. Use a rocket or the overloaded fusion pistol.] As soon as you tag the sucker, run up the stairs on the right. If you aren't quick about it you won't catch the platform as it rises. When you get in the room you will need to grenade hop up to the terminal and hit action. The message isn't much, just an interplay between the restored Tycho and Durandal, but it does give some background info. [Ed. A backward missile jump, with a 180 at the apex, will also get you to the terminal. [Ed: there are also several napalm canisters and missiles there as well, so it's not that much of a wasted trip.]

>From Anthony R. Stevens (STEVENSA@AUSVM1.VNET.IBM.COM), a forwarded

message from zeade@leland.stanford.edu:

The elevators in the room move in a predictable pattern. Start from the left side (facing the platforms). When the platform hits the ground, get on top of it and turn to face back outward. Wait for it to rise to its full height then WALK forward and swivel around to your left in midair to land on the next platform. You do that for all 5. The last jump to the computer screen is easy. If you have trouble, here's an easy way to get it right: switch to fusion pistol (it helps you align yourself perfectly) Now when you're in the 1st elevator, back up as much as possible and turn slightly to your left. Align yourself so that the left edge of the fusion pistol is at the edge of the left side of the doorway. WALK forward when the elevator rises and pauses and IMMEDIATELY turn left. EASY.

=Try Again (25)

Anthony R. Stevens (STEVENSA@AUSVM1.VNET.IBM.COM) suggests that as soon as you enter this level, that you turn and move left to save your game, then turn right (from facing the panel), and open the secret door (blue and white striped) to get to a good stash of ammo.

In the area where one of the huge aliens were located and the lava flows way off to the left, there is a small passage several feet back into the lava and to the right. There are two things you can do with this: The left and right walls of this passage actually have corridors that you can drop into, one containing a good refill of SPNKR missiles. Furthermore, if you continue into lava passage, one of the left walls has a secret door, behind which an invincibility powerup lies...this can get you to a 2x shield generator that is in the lava and then to another of the large monsters (and near the exit as well).

Also, if you are at full 3x shields, and have killed off all the larger Pfor, then follow the lava around the bend, and about midway to the next opening, you'll seen an alcove up to the left with a Hunter in it. Kill the hunter, then launch yourself up to the alcove with a rocket. There's a secret door that will lead you to a invisibility powerup and Bungie's tip panel. (Suggested by Deacon (pdwF94@hamp.hampshire.edu))

An alternative way of getting to the tip panel is supplied by Anthony R. Stevens (STEVENSA@AUSVM1.VNET.IBM.COM):

In the alcove where you transported into the level, turn around and face the wall. Open the door that was at your back. In that room there's a 3x recharge and a teleporter on a raised platform that you have to grenade jump to get on top of. [Ed: This is that column-like thing in the center of the room] The teleporter takes you to [the above room].

From Conrad Wong (lynx@netcom.com):

>From where you start, turn around, and go through the blue-and-white striped door, where the 3x recharger is on the left. Up the pressure-sensitive plate, across and to the other end where there's a door. There's that big Pfor on the left and the hunter on the right.

Okay -- the center of the room is a bridge; you can walk through to what

looks like another door on the other side, but the other door won't open. (it's marked with radiation seals, just like the first door into this room) But if you go off the bridge and look under, you'll find a passage linking one half of the room to the other half. Go into it. The door will open.

The door will stay open, so you can just take the passage out and then navigate back to this room... Inside the newly revealed alcove is an invisibility power-up. I don't know if it's terribly useful, but you can use it to sneak past Pfhors in the next level, maybe. If it lasts that long.

The exit to the level may be gotten to from the one large room that contained the mammoth Pfhor, with the walkway separating the room down the middle (and there's no lava around). *After* the Pfhor is destroyed and you are back at full power, leave by the exit in the corner of the room. You will ride two pressure-activated platforms, then follow the passageway, turning right at the end of this passageway. You should go past lots of teleporters, but ignore these and proceed to the terminal at the end of the hallway for the jump-out point.

=Ingue Ferroque (26)

>From Joshua D. Koppelman (joshua@MIT.EDU):
It's possible to finish the level without ever leaving the first room.

Make sure the rocket launcher has two missiles, and that you have full triple health. Position yourself to the left of the shield regenerator (as you face it). Face away from the wall, and point the launcher at the floor. Fire two missiles in succession (I don't believe that one is sufficient). If you move backward when you reach your apex, you will be in the niche opposite the final terminal. Just walk across, and you're done.

>From Brian Jones (bbjones@leland.stanford.edu):
Once you kill the baddies in each ring, you need to press two buttons to raise the stairs. In the first two rings, you can do this while actually standing on the stairs. Use the fusion pistol, and take a couple of aiming shots. Then fire a megablast, and it will trip the switch. This is especially helpful on the second ring you get to; otherwise, you have to grenade hop, and you need all the health you can get.

>From Nobuhiko Yoshida (nobuhiko@can.bekkoame.or.jp):
It's possible to clear first ring without fighting at all.

After picking up the ammo, go down to the lower room, i.e. first ring room. Turn on both switches by Fusion Pistol. Don't move about. You can turn on both switches from where you landed. Until then the Troopers don't know your existence. Now run to the staircase along with the left wall. Pass by the Troopers. Go up the staircase and turn left and go up another staircase. That's it. The S'Pnts fight on your behalf. One or two Troopers will survive, but they never

come go upstairs. You may leave them alive.

>From David Barabe (mcphisto@mercury.sfsu.edu):
There are three rings to get through on this level. Entry to the third ring is provided by a set of 3 teleporters. Instead of teleporting, try opening a teleporter like a door; the back will open (on any one of the three teleporters) and you can go through without transporting to the third ring. There's a little maze behind there, where you can pick up some ammo by finding another secret door on the east side of the little maze. Then, you can transport to a room with lots-o-monsters and a terminal with special notes from the Bungie staff. Another teleporter takes you back to the previous set of three transporters.

>From Anthony R. Stevens (STEVENSA@AUSVM1.VNET.IBM.COM):
there is a switch on the wall in the secret maze that changes the computer terminal in the first room to a
SAVE GAME TERMINAL!

** Network Levels **

=Mars Needs Women (27)

Tom Sherrill (tbs3085@rit.edu) noticed that there is a ledge in the lower right corner of the map that can be reached by dropping down between the two levels. However, you need to run at the drop obliquely to land on it...

```

      | \ start      |
      | \ here      <---- upper hallway
      | \           |
      +-----+-----+
      | \           / <---- ledge
      +-----+-----+
      | \           / <---- lower hallway
      | \           |
      +-----+-----+

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=Carnage Palace Deeee-Luxe (28)

Behind several of the inactive transporters are secret areas, containing switches to the lighting in the main room, ammo hallways, a rocket launcher, and an invincibility powerup.

=5-D Space (29)

No secrets yet

=Arena (30)

>From Mike Elness (mike@lmsc.lockheed.com):

There is a secret door in one of the small pentagonal rooms (specifically, the southwest room in the Map view) that opens into a narrow winding passage that ends at another secret door, past which is a small ledge overlooking the arena. (The ledge is visible in the Map view, just south of the west arena entrance). [Ed: It is also almost impossible to see into that ledge from a good distance in the main arena area re: ambush!]

=E Equals MC WHAT!!! (31)

No secrets yet

=Showered With Grenades (32)

>From Nicolas Godbout (nicg@godbout.interax.net):

There's a secret door at the bottom of the inverted J at the bottom of the map. Again, an invincibility shield.

In the right-most room on the map, there's a transporter behind a secret door, in the left-most alcove of the north wall. The transporter gets you on the ledge behind the door on the west side. But then, of course, you knew THAT!

Jeremy P. Condit (afn02635@freenet.ufl.edu) points out that there is a secret room on the right side of first room one reaches when going downstairs (across from the MA75 alcove). It contains an invisibility powerup.

=Spiral Insanity (33)

No secrets yet

=Waldo World Arena (34)

No secrets yet (need there be any??!)

=What Goes Up Must Come Down (35)

>From Nicolas Godbout (nicg@godbout.interax.net):

You can get on the ledge in the corner of the square room

with the transporter by running up the stairs to the east and turning left. It's a nice dark space. (Hint: ever heard the word ambush?)

=You Don't Need To See My I.D. (36)

>From Nicolas Godbout (nicg@godbout.interax.net):

There's a secret door at the top of the inverted B on the left side of the map. There's an invincibility shield there.

=Credits

I'd like to thank the following people for their submissions to the MSG...

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I also want to thank Jameson Watkins (WATKINSJ@ESUVM.BITNET@VM1.NoDak.EDU) for his proofreading and reformatting of the MSG before release, and for Mike Byrne (byrne@cc.gatech.edu) for pointing out that a single letter can make a big difference.

And of course, I must thank Bungie for making one of the best games for the Macintosh in a long time, as well as their support for the Macintosh.

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